(/) Explore Problems(/problemset/all/) Interview Contest Discuss(/discuss/)

## **■** Google

## Notice

We've improved our algorithm that calculates company tags and their frequencies to be more accurate and current.

This page updates weekly on Saturday.

You can filter the results by different time periods.

You have solved 85 / 359 problems.

Show p	oblem tags		Select time period:	6 months
#	Title	Tags		Acceptance
843	Guess the Word (/problems/g	Array (/tag/array)	Math (/tag/math)	44.9%
		String (/tag/string)	Interactive (/tag/interactive)	
		Game Theory (/tag	/game-theory)	
1509	Minimum Difference Between	Array (/tag/array)	Greedy (/tag/greedy)	56.2%
		Sorting (/tag/sorting	ng)	
1610	Maximum Number of Visible P	Array (/tag/array)	Math (/tag/math)	33.7%
		Geometry (/tag/ge	ometry)	
		Sliding Window (/t	ag/sliding-window)	
		Sorting (/tag/sorting	ng)	
359	Logger Rate Limiter (/problem	Hash Table (/tag/ha	ash-table) Design (/tag/design)	73.6%
735	Asteroid Collision (/problems/	Array (/tag/array)	Stack (/tag/stack)	43.8%
<b>✓</b> 1525	Number of Good Ways to Split	String (/tag/string)		70.0%
		Dynamic Programn	ming (/tag/dynamic-programming)	
		Bit Manipulation (/	tag/bit-manipulation)	
<b>✓</b> 1048	Longest String Chain (/proble	Array (/tag/array)	Hash Table (/tag/hash-table)	56.5%
		Two Pointers (/tag/	(two-pointers) String (/tag/string)	
		Dynamic Programn	ming (/tag/dynamic-programming)	

	#	Title	Tags	Acceptance
~	1423	Maximum Points You Can Obt	Array (/tag/array)	49.0%
			Sliding Window (/tag/sliding-window)	
			Prefix Sum (/tag/prefix-sum)	<u>-</u>
	1776	Car Fleet II (/problems/car-flee	Array (/tag/array) Math (/tag/math)	50.6%
			Stack (/tag/stack)	
			Heap (Priority Queue) (/tag/heap-priority-queue)	
			Monotonic Stack (/tag/monotonic-stack)	
	1293	Shortest Path in a Grid with O	Array (/tag/array)	43.3%
			Breadth-First Search (/tag/breadth-first-search)	
			Matrix (/tag/matrix)	
	1499	Max Value of Equation (/probl	Array (/tag/array) Queue (/tag/queue)	46.2%
			Sliding Window (/tag/sliding-window)	
			Heap (Priority Queue) (/tag/heap-priority-queue)	
			Monotonic Queue (/tag/monotonic-queue)	
~	690	Employee Importance (/proble	Hash Table (/tag/hash-table)	61.0%
			Depth-First Search (/tag/depth-first-search)	
			Breadth-First Search (/tag/breadth-first-search)	
	1526	Minimum Number of Increme	Array (/tag/array)	66.4%
			Dynamic Programming (/tag/dynamic-programming)	
			Stack (/tag/stack) Greedy (/tag/greedy)	
			Monotonic Stack (/tag/monotonic-stack)	
~	1277	Count Square Submatrices wit	Array (/tag/array)	73.7%
			Dynamic Programming (/tag/dynamic-programming)	
			Matrix (/tag/matrix)	
	853	Car Fleet (/problems/car-fleet)	Array (/tag/array) Sorting (/tag/sorting)	46.1%
	1548	The Most Similar Path in a Gra	Dynamic Programming (/tag/dynamic-programming)	56.1%
		<b>-</b>	Graph (/tag/graph)	
<b>~</b>	418	Sentence Screen Fitting (/prob	String (/tag/string)	34.5%
		<b>★</b> ■ 1	Dynamic Programming (/tag/dynamic-programming)	

	#	Title	Tags	Acceptance
	792	Number of Matching Subsequ	Hash Table (/tag/hash-table) String (/tag/string)  Trie (/tag/trie) Sorting (/tag/sorting)	49.2%
	1406	Stone Game III (/problems/sto	Array (/tag/array) Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)	59.5%
			Game Theory (/tag/game-theory)	
	833	Find And Replace in String (/pr	Array (/tag/array) String (/tag/string)  Sorting (/tag/sorting)	52.3%
<b>✓</b>	900	RLE Iterator (/problems/rle-ite		57.0%
·	300	NEE Relator ( problems, he ite	Array (/tag/array) Design (/tag/design)  Counting (/tag/counting) Iterator (/tag/iterator)	37.070
	770	Basic Calculator IV (/problems	Hash Table (/tag/hash-table) Math (/tag/math)	54.7%
			String (/tag/string) Stack (/tag/stack)  Recursion (/tag/recursion)	
	1110	Delete Nodes And Return Fore	Tree (/tag/tree)	68.5%
			Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)	
	715	Range Module (/problems/ran	Design (/tag/design)	42.3%
			Segment Tree (/tag/segment-tree)	
	560		Ordered Set (/tag/ordered-set)	47.70/
•	562	Longest Line of Consecutive O	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	47.7%
			Matrix (/tag/matrix)	
	299	Bulls and Cows (/problems/bul	Hash Table (/tag/hash-table) String (/tag/string)	45.7%
			Counting (/tag/counting)	
	68	Text Justification (/problems/t	String (/tag/string) Simulation (/tag/simulation)	32.1%
	837	New 21 Game (/problems/new	Math (/tag/math)	35.7%
			Dynamic Programming (/tag/dynamic-programming)	
			Sliding Window (/tag/sliding-window)	
			Probability and Statistics (/tag/probability-and-statistics)	

	#	Title	Tags	Acceptance
	729	My Calendar I (/problems/my	Design (/tag/design)	54.4%
			Segment Tree (/tag/segment-tree)	
			Ordered Set (/tag/ordered-set)	
	951	Flip Equivalent Binary Trees (/p	Tree (/tag/tree)	66.2%
			Depth-First Search (/tag/depth-first-search)	
			Binary Tree (/tag/binary-tree)	
	552	Student Attendance Record II (	Dynamic Programming (/tag/dynamic-programming)	38.9%
	631	Design Excel Sum Formula (/pr	Graph (/tag/graph) Design (/tag/design)	35.3%
		<b>₽</b>	Topological Sort (/tag/topological-sort)	
	489	Robot Room Cleaner (/proble	Backtracking (/tag/backtracking)	74.1%
		<b>₽</b>	Interactive (/tag/interactive)	
	1088	Confusing Number II (/proble	Math (/tag/math) Backtracking (/tag/backtracking)	46.4%
	732	My Calendar III (/problems/my	Design (/tag/design)	64.7%
			Segment Tree (/tag/segment-tree)	
			Ordered Set (/tag/ordered-set)	
	652	Find Duplicate Subtrees (/prob	Tree (/tag/tree)	54.3%
			Depth-First Search (/tag/depth-first-search)	
			Breadth-First Search (/tag/breadth-first-search)	
			Binary Tree (/tag/binary-tree)	
	1825	Finding MK Average (/proble	Design (/tag/design) Queue (/tag/queue)	29.9%
			Heap (Priority Queue) (/tag/heap-priority-queue)	
			Ordered Set (/tag/ordered-set)	
~	1706	Where Will the Ball Fall (/probl	Array (/tag/array)	64.7%
			Dynamic Programming (/tag/dynamic-programming)	
			Depth-First Search (/tag/depth-first-search)	
			Matrix (/tag/matrix) Simulation (/tag/simulation)	
<b>✓</b>	875	Koko Eating Bananas (/proble	Array (/tag/array) Binary Search (/tag/binary-search)	54.0%

#	Title	Tags	Acceptance
394	Decode String (/problems/dec	String (/tag/string) Stack (/tag/stack)	54.2%
		Recursion (/tag/recursion)	
465	Optimal Account Balancing (/p	Array (/tag/array) Backtracking (/tag/backtracking)	48.6%
1882	Process Tasks Using Servers (/	Array (/tag/array)	32.6%
		Heap (Priority Queue) (/tag/heap-priority-queue)	
593	Valid Square (/problems/valid	Math (/tag/math) Geometry (/tag/geometry)	43.4%
695	Max Area of Island (/problems	Array (/tag/array)	67.4%
		Depth-First Search (/tag/depth-first-search)	
		Breadth-First Search (/tag/breadth-first-search)	
		Union Find (/tag/union-find) Matrix (/tag/matrix)	
1146	Snapshot Array (/problems/sn	Array (/tag/array) Hash Table (/tag/hash-table)	37.0%
		Binary Search (/tag/binary-search)	
		Design (/tag/design)	
919	Complete Binary Tree Inserter	Tree (/tag/tree)	60.9%
		Breadth-First Search (/tag/breadth-first-search)	
		Design (/tag/design) Binary Tree (/tag/binary-tree)	
727	Minimum Window Subsequen	String (/tag/string)	42.8%
	<b>-</b>	Dynamic Programming (/tag/dynamic-programming)	
		Sliding Window (/tag/sliding-window)	
1368	Minimum Cost to Make at Lea	Array (/tag/array)	58.8%
	*	Breadth-First Search (/tag/breadth-first-search)	
		Graph (/tag/graph)	
		Heap (Priority Queue) (/tag/heap-priority-queue)	
		Matrix (/tag/matrix)	
		Shortest Path (/tag/shortest-path)	
847	Shortest Path Visiting All Node	Dynamic Programming (/tag/dynamic-programming)	55.1%
		Bit Manipulation (/tag/bit-manipulation)	
		Breadth-First Search (/tag/breadth-first-search)	
		Graph (/tag/graph) Bitmask (/tag/bitmask)	

	#	Title	Tags	Acceptance
<b>~</b>	981	Time Based Key-Value Store (/	Hash Table (/tag/hash-table) String (/tag/string)	53.8%
			Binary Search (/tag/binary-search)	
			Design (/tag/design)	
	410	Split Array Largest Sum (/prob	Array (/tag/array) Binary Search (/tag/binary-search)	48.0%
			Dynamic Programming (/tag/dynamic-programming)	
			Greedy (/tag/greedy)	
	354	Russian Doll Envelopes (/probl	Array (/tag/array) Binary Search (/tag/binary-search)	38.9%
			Dynamic Programming (/tag/dynamic-programming)	
			Sorting (/tag/sorting)	
	1834	Single-Threaded CPU (/proble	Array (/tag/array) Sorting (/tag/sorting)	35.9%
			Heap (Priority Queue) (/tag/heap-priority-queue)	
	329	Longest Increasing Path in a M	Dynamic Programming (/tag/dynamic-programming)	47.8%
			Depth-First Search (/tag/depth-first-search)	
			Breadth-First Search (/tag/breadth-first-search)	
			Graph (/tag/graph)	
			Topological Sort (/tag/topological-sort)	
			Memoization (/tag/memoization)	
	1937	Maximum Number of Points w	Array (/tag/array)	28.1%
			Dynamic Programming (/tag/dynamic-programming)	
	940	Distinct Subsequences II (/pro	String (/tag/string)	42.2%
			Dynamic Programming (/tag/dynamic-programming)	
	4700	6 . D : O(N   //   //		26.004
	1782	Count Pairs Of Nodes (/proble	Two Pointers (/tag/two-pointers)	36.0%
			Binary Search (/tag/binary-search) Graph (/tag/graph)	
	776	Split BST (/problems/split-bst)	Tree (/tag/tree)	57.5%
		<b>₽</b>	Binary Search Tree (/tag/binary-search-tree)	
			Recursion (/tag/recursion)	
			Binary Tree (/tag/binary-tree)	
	1680	Concatenation of Consecutive	Math (/tag/math)	52.2%
			Bit Manipulation (/tag/bit-manipulation)	
			Simulation (/tag/simulation)	

#	Title	Tags	Acceptance
549	Binary Tree Longest Consecuti	Tree (/tag/tree)	48.1%
		Depth-First Search (/tag/depth-first-search)	
		Binary Tree (/tag/binary-tree)	
388	Longest Absolute File Path (/p	String (/tag/string) Stack (/tag/stack)	44.2%
		Depth-First Search (/tag/depth-first-search)	
1157	Online Majority Element In Su	Array (/tag/array) Binary Search (/tag/binary-search)	41.7%
		Design (/tag/design)	
		Binary Indexed Tree (/tag/binary-indexed-tree)	
		Segment Tree (/tag/segment-tree)	
308	Range Sum Query 2D - Mutab	Array (/tag/array) Design (/tag/design)	39.6%
		Binary Indexed Tree (/tag/binary-indexed-tree)	
		Segment Tree (/tag/segment-tree)	
		Matrix (/tag/matrix)	
1444 Number of Ways of Cutting a	Array (/tag/array)	54.3%	
		Dynamic Programming (/tag/dynamic-programming)	
		Memoization (/tag/memoization) Matrix (/tag/matrix)	
1254	Number of Closed Islands (/pr	Array (/tag/array)	62.4%
		Depth-First Search (/tag/depth-first-search)	
		Breadth-First Search (/tag/breadth-first-search)	
		Union Find (/tag/union-find) Matrix (/tag/matrix)	
803	Bricks Falling When Hit (/probl	Array (/tag/array) Union Find (/tag/union-find)	32.8%
		Matrix (/tag/matrix)	
375	Guess Number Higher or Low	Math (/tag/math)	43.9%
		Dynamic Programming (/tag/dynamic-programming)	
		Game Theory (/tag/game-theory)	
632	Smallest Range Covering Elem	Array (/tag/array) Hash Table (/tag/hash-table)	56.0%
		Greedy (/tag/greedy)	
		Sliding Window (/tag/sliding-window)	
		Sorting (/tag/sorting)	
		Heap (Priority Queue) (/tag/heap-priority-queue)	

	#	Title	Tags	Acceptance
	315	Count of Smaller Numbers Aft	Array (/tag/array) Binary Search (/tag/binary-search)	42.0%
			Divide and Conquer (/tag/divide-and-conquer)	
			Binary Indexed Tree (/tag/binary-indexed-tree)	
			Segment Tree (/tag/segment-tree)	
			Merge Sort (/tag/merge-sort)	
			Ordered Set (/tag/ordered-set)	
~	128	Longest Consecutive Sequenc	Array (/tag/array) Hash Table (/tag/hash-table)	47.7%
		*	Union Find (/tag/union-find)	
	1376	Time Needed to Inform All Em	Tree (/tag/tree)	57.7%
			Depth-First Search (/tag/depth-first-search)	
			Breadth-First Search (/tag/breadth-first-search)	
	871	Minimum Number of Refuelin	Array (/tag/array)	35.0%
			Dynamic Programming (/tag/dynamic-programming)	
			Greedy (/tag/greedy)	
			Heap (Priority Queue) (/tag/heap-priority-queue)	
	1793	Maximum Score of a Good Su	Array (/tag/array) Two Pointers (/tag/two-pointers)	49.2%
			Stack (/tag/stack)	
			Monotonic Stack (/tag/monotonic-stack)	
	1778	Shortest Path in a Hidden Grid	Depth-First Search (/tag/depth-first-search)	44.7%
		<b>₽</b>	Breadth-First Search (/tag/breadth-first-search)	
			Graph (/tag/graph) Interactive (/tag/interactive)	
	246	Strobogrammatic Number (/pr	Hash Table (/tag/hash-table)	47.0%
		•	Two Pointers (/tag/two-pointers) String (/tag/string)	
	963	Minimum Area Rectangle II (/p	Array (/tag/array) Math (/tag/math)	53.5%
		3 1	Geometry (/tag/geometry)	
			deamenty ( tag/geometry)	
	1866	Number of Ways to Rearrange	Math (/tag/math)	54.7%
			Dynamic Programming (/tag/dynamic-programming)	
			Combinatorics (/tag/combinatorics)	
	1187	Make Array Strictly Increasing	Array (/tag/array) Binary Search (/tag/binary-search)	44.0%
			Dynamic Programming (/tag/dynamic-programming)	

	#	Title	Tags	Acceptance
	1411	Number of Ways to Paint N ×	Dynamic Programming (/tag/dynamic-programming)	61.6%
<b>✓</b>	271	Encode and Decode Strings (/	Array (/tag/array) String (/tag/string)  Design (/tag/design)	34.8%
	403	Frog Jump (/problems/frog-ju	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	42.2%
	1055	Shortest Way to Form String (/	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)  Greedy (/tag/greedy)	57.7%
	417	Pacific Atlantic Water Flow (/pr	Array (/tag/array)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)	45.9%
	939	Minimum Area Rectangle (/pr	Matrix (/tag/matrix)  Array (/tag/array) Hash Table (/tag/hash-table)  Math (/tag/math) Geometry (/tag/geometry)  Sorting (/tag/sorting)	52.7%
	1032	Stream of Characters (/proble	Array (/tag/array) String (/tag/string)  Design (/tag/design) Trie (/tag/trie)  Data Stream (/tag/data-stream)	48.8%
	284	Peeking Iterator (/problems/p	Array (/tag/array) Design (/tag/design)  Iterator (/tag/iterator)	52.0%
	752	Open the Lock (/problems/op	Array (/tag/array) Hash Table (/tag/hash-table)  String (/tag/string)  Breadth-First Search (/tag/breadth-first-search)	54.9%
	1417	Reformat The String (/problem	String (/tag/string)	56.7%
~	1	Two Sum (/problems/two-sum)	Array (/tag/array) Hash Table (/tag/hash-table)	47.6%
	504	Base 7 (/problems/base-7)	Math (/tag/math)	46.9%
	947	Most Stones Removed with Sa	Depth-First Search (/tag/depth-first-search) Union Find (/tag/union-find) Graph (/tag/graph)	56.0%

	#	Title	Tags	Acceptance
	1345	Jump Game IV (/problems/ju	Array (/tag/array) Hash Table (/tag/hash-table)	42.2%
			Breadth-First Search (/tag/breadth-first-search)	
<b>~</b>	1136	Parallel Courses (/problems/pa	Graph (/tag/graph)	60.3%
		<b>-</b>	Topological Sort (/tag/topological-sort)	
	1478	Allocate Mailboxes (/problems	Array (/tag/array) Math (/tag/math)	54.5%
			Dynamic Programming (/tag/dynamic-programming)	
			Sorting (/tag/sorting)	
~	200	Number of Islands (/problems	Array (/tag/array)	51.3%
			Depth-First Search (/tag/depth-first-search)	
			Breadth-First Search (/tag/breadth-first-search)	
			Union Find (/tag/union-find) Matrix (/tag/matrix)	
	1870	Minimum Speed to Arrive on T	Array (/tag/array) Binary Search (/tag/binary-search)	33.4%
	391	Perfect Rectangle (/problems/	Array (/tag/array) Line Sweep (/tag/line-sweep)	31.6%
	721	Accounts Merge (/problems/a	Array (/tag/array) String (/tag/string)	53.6%
			Depth-First Search (/tag/depth-first-search)	
			Breadth-First Search (/tag/breadth-first-search)	
			Union Find (/tag/union-find)	
	149	Max Points on a Line (/proble	Hash Table (/tag/hash-table) Math (/tag/math)	18.8%
			Geometry (/tag/geometry)	
~	1631	Path With Minimum Effort (/pr	Array (/tag/array) Binary Search (/tag/binary-search)	50.5%
			Depth-First Search (/tag/depth-first-search)	
			Breadth-First Search (/tag/breadth-first-search)	
			Union Find (/tag/union-find)	
			Heap (Priority Queue) (/tag/heap-priority-queue)	
			Matrix (/tag/matrix)	
	849	Maximize Distance to Closest	Array (/tag/array)	44.8%

	#	Title	Tags	Acceptance
	85	Maximal Rectangle (/problems	Array (/tag/array)	40.7%
			Dynamic Programming (/tag/dynamic-programming)	
			Stack (/tag/stack) Matrix (/tag/matrix)	
			Monotonic Stack (/tag/monotonic-stack)	34.2% 47.3% 45.4% 42.7% 78.5%
	269	Alien Dictionary (/problems/ali	Array (/tag/array) String (/tag/string)	34.2%
		<b>₽</b>	Depth-First Search (/tag/depth-first-search)	
			Breadth-First Search (/tag/breadth-first-search)	
			Graph (/tag/graph)	
			Topological Sort (/tag/topological-sort)	
	642	Design Search Autocomplete	String (/tag/string) Design (/tag/design)	47.3%
		<b>-</b>	Trie (/tag/trie) Data Stream (/tag/data-stream)	
	407	Trapping Rain Water II (/probl	Array (/tag/array)	45.4%
		11 3	Breadth-First Search (/tag/breadth-first-search)	
			Heap (Priority Queue) (/tag/heap-priority-queue)	
			Matrix (/tag/matrix)	
~	56	Merge Intervals (/problems/m	Array (/tag/array) Sorting (/tag/sorting)	42.7%
	894	All Possible Full Binary Trees (/	Dynamic Programming (/tag/dynamic-programming)	78.5%
			Tree (/tag/tree) Recursion (/tag/recursion)	
			Memoization (/tag/memoization)	
			Binary Tree (/tag/binary-tree)	
	353	Design Snake Game (/problem	Array (/tag/array) Design (/tag/design)	37.0%
		•	Queue (/tag/queue) Matrix (/tag/matrix)	
~	140	Word Break II (/problems/wor	Hash Table (/tag/hash-table) String (/tag/string)	38.1%
		*	Dynamic Programming (/tag/dynamic-programming)	
			Backtracking (/tag/backtracking) Trie (/tag/trie)	
			Memoization (/tag/memoization)	
	1057	Campus Bikes (/problems/cam	Array (/tag/array) Greedy (/tag/greedy)	58.0%
		<b>₽</b>	Sorting (/tag/sorting)	
~	57	Insert Interval (/problems/inse	Array (/tag/array)	36.3%

	#	Title	Tags	Acceptance
	996	Number of Squareful Arrays (/	Array (/tag/array) Math (/tag/math)	48.8%
			Dynamic Programming (/tag/dynamic-programming)	
			Backtracking (/tag/backtracking)	
			Bit Manipulation (/tag/bit-manipulation)	
			Bitmask (/tag/bitmask)	
	1352	Product of the Last K Numbers	Array (/tag/array) Math (/tag/math)	46.3%
			Design (/tag/design) Queue (/tag/queue)	
			Data Stream (/tag/data-stream)	
<b>~</b>	210	Course Schedule II (/problems	Depth-First Search (/tag/depth-first-search)	44.4%
			Breadth-First Search (/tag/breadth-first-search)	
			Graph (/tag/graph)	
			Topological Sort (/tag/topological-sort)	
	253	Meeting Rooms II (/problems/	Array (/tag/array) Two Pointers (/tag/two-pointers)	48.1%
		<b>-</b>	Greedy (/tag/greedy) Sorting (/tag/sorting)	
			Heap (Priority Queue) (/tag/heap-priority-queue)	
	818	Race Car (/problems/race-car)	Dynamic Programming (/tag/dynamic-programming)	41.1%
	212	Word Search II (/problems/wo	Array (/tag/array) String (/tag/string)	38.0%
			Backtracking (/tag/backtracking) Trie (/tag/trie)	
			Matrix (/tag/matrix)	
	745	Prefix and Suffix Search (/prob	String (/tag/string) Design (/tag/design)	35.4%
			Trie (/tag/trie)	
	1153	String Transforms Into Another	Hash Table (/tag/hash-table) String (/tag/string)	35.6%
	1765	Map of Highest Peak (/proble	Array (/tag/array)	57.7%
			Breadth-First Search (/tag/breadth-first-search)	
			Matrix (/tag/matrix)	
	1028	Recover a Tree From Preorder	String (/tag/string) Tree (/tag/tree)	71.4%
			Depth-First Search (/tag/depth-first-search)	
			Binary Tree (/tag/binary-tree)	
	1138	Alphabet Board Path (/proble	Hash Table (/tag/hash-table) String (/tag/string)	51.9%

#	Title	Tags	Acceptance
1091	Shortest Path in Binary Matrix	Array (/tag/array)	41.0%
		Breadth-First Search (/tag/breadth-first-search)	
		Matrix (/tag/matrix)	
1553	Minimum Number of Days to	Dynamic Programming (/tag/dynamic-programming)	31.6%
		Memoization (/tag/memoization)	
731	My Calendar II (/problems/my	Design (/tag/design)	52.1%
		Segment Tree (/tag/segment-tree)	
		Ordered Set (/tag/ordered-set)	
551	Student Attendance Record I (	String (/tag/string)	46.8%
4	Median of Two Sorted Arrays (	Array (/tag/array) Binary Search (/tag/binary-search)	32.6%
		Divide and Conquer (/tag/divide-and-conquer)	
1087	Brace Expansion (/problems/b	String (/tag/string) Backtracking (/tag/backtracking)	63.8%
	₽	Breadth-First Search (/tag/breadth-first-search)	
174	Dungeon Game (/problems/d	Array (/tag/array)	34.2%
		Dynamic Programming (/tag/dynamic-programming)	
		Matrix (/tag/matrix)	
71	Simplify Path (/problems/simp	String (/tag/string) Stack (/tag/stack)	35.9%
934	Shortest Bridge (/problems/sh	Array (/tag/array)	51.3%
		Depth-First Search (/tag/depth-first-search)	
		Breadth-First Search (/tag/breadth-first-search)	
		Matrix (/tag/matrix)	
1438	Longest Continuous Subarray	Array (/tag/array) Queue (/tag/queue)	45.1%
		Sliding Window (/tag/sliding-window)	
		Heap (Priority Queue) (/tag/heap-priority-queue)	
		Ordered Set (/tag/ordered-set)	
		Monotonic Queue (/tag/monotonic-queue)	
460	LFU Cache (/problems/lfu-cac	Hash Table (/tag/hash-table)	37.8%
		Linked List (/tag/linked-list) Design (/tag/design)	
		Doubly-Linked List (/tag/doubly-linked-list)	

1524 Number of Sub-arrays With O  Array (/tag/array) Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)	42.0%
Dynamic Programming (/tag/dynamic-programming)	
Synamic rogramming (rag, aynamic programming)	
Prefix Sum (/tag/prefix-sum)	
✓ 501 Find Mode in Binary Search Tr Tree (/tag/tree)	45.3%
Depth-First Search (/tag/depth-first-search)	
Binary Search Tree (/tag/binary-search-tree)	
Binary Tree (/tag/binary-tree)	
720 Longest Word in Dictionary (/ Array (/tag/array) Hash Table (/tag/hash-table)	50.0%
String (/tag/string) Trie (/tag/trie)	
Sorting (/tag/sorting)	
1928 Minimum Cost to Reach Desti Dynamic Programming (/tag/dynamic-programming)	35.0%
Graph (/tag/graph)	
1074 Number of Submatrices That S Array (/tag/array) Hash Table (/tag/hash-table)	65.7%
Matrix (/tag/matrix) Prefix Sum (/tag/prefix-sum)	
239 Sliding Window Maximum (/pr Array (/tag/array) Queue (/tag/queue)	45.5%
Sliding Window (/tag/sliding-window)	
Heap (Priority Queue) (/tag/heap-priority-queue)	
Monotonic Queue (/tag/monotonic-queue)	
368 Largest Divisible Subset (/prob Array (/tag/array) Math (/tag/math)	38.9%
Dynamic Programming (/tag/dynamic-programming)	
Sorting (/tag/sorting)	
946 Validate Stack Sequences (/pro Array (/tag/array) Stack (/tag/stack)	64.7%
Simulation (/tag/simulation)	
Random Pick with Weight (/pr Math (/tag/math) Binary Search (/tag/binary-search)	45.3%
Prefix Sum (/tag/prefix-sum)	
Randomized (/tag/randomized)	
Split Array into Consecutive Su Array (/tag/array) Hash Table (/tag/hash-table)	44.8%
Greedy (/tag/greedy)	
Heap (Priority Queue) (/tag/heap-priority-queue)	

	#	Title	Tags	Acceptance
	542	01 Matrix (/problems/01-matrix)	Array (/tag/array)	43.0%
			Dynamic Programming (/tag/dynamic-programming)	
			Breadth-First Search (/tag/breadth-first-search)	
			Matrix (/tag/matrix)	
<b>~</b>	1143	Longest Common Subsequenc	String (/tag/string)	58.8%
			Dynamic Programming (/tag/dynamic-programming)	
	1483	Kth Ancestor of a Tree Node (/	Binary Search (/tag/binary-search)	33.0%
			Dynamic Programming (/tag/dynamic-programming)	
			Tree (/tag/tree)	
			Depth-First Search (/tag/depth-first-search)	
			Breadth-First Search (/tag/breadth-first-search)	
			Design (/tag/design)	
	150	Evaluate Reverse Polish Notati	Array (/tag/array) Math (/tag/math)	40.3%
			Stack (/tag/stack)	
	857	Minimum Cost to Hire K Work	Array (/tag/array) Greedy (/tag/greedy)	51.1%
			Sorting (/tag/sorting)	
			Heap (Priority Queue) (/tag/heap-priority-queue)	
	1233	Remove Sub-Folders from the	Array (/tag/array) String (/tag/string) Trie (/tag/trie)	63.9%
	801	Minimum Swaps To Make Seq	Array (/tag/array)	39.0%
			Dynamic Programming (/tag/dynamic-programming)	
	1477	Find Two Non-overlapping Su	Array (/tag/array) Hash Table (/tag/hash-table)	35.9%
			Binary Search (/tag/binary-search)	
			Dynamic Programming (/tag/dynamic-programming)	
			Sliding Window (/tag/sliding-window)	
	396	Rotate Function (/problems/ro	Math (/tag/math)	37.8%
			Dynamic Programming (/tag/dynamic-programming)	
	361	Bomb Enemy (/problems/bom	Array (/tag/array)	48.4%
			Dynamic Programming (/tag/dynamic-programming)	
			Matrix (/tag/matrix)	
			iviatrix (/tag/illatrix)	

#	Title	Tags	Acceptance
2	Add Two Numbers (/problems	Linked List (/tag/linked-list) Math (/tag/math)	36.8%
		Recursion (/tag/recursion)	
146	LRU Cache (/problems/lru-cac	Hash Table (/tag/hash-table)	37.8%
		Linked List (/tag/linked-list) Design (/tag/design)	
		Doubly-Linked List (/tag/doubly-linked-list)	
1552	Magnetic Force Between Two	Array (/tag/array) Binary Search (/tag/binary-search)	51.8%
		Sorting (/tag/sorting)	
1592	Rearrange Spaces Between W	String (/tag/string)	43.7%
134	Gas Station (/problems/gas-st	Array (/tag/array) Greedy (/tag/greedy)	42.8%
844	Backspace String Compare (/p	Two Pointers (/tag/two-pointers) String (/tag/string)	47.3%
		Stack (/tag/stack) Simulation (/tag/simulation)	
362	Design Hit Counter (/problem	Array (/tag/array) Hash Table (/tag/hash-table)	66.3%
	<b>₽</b>	Binary Search (/tag/binary-search)	
		Design (/tag/design) Queue (/tag/queue)	
42	Trapping Rain Water (/proble	Array (/tag/array) Two Pointers (/tag/two-pointers)	53.4%
		Dynamic Programming (/tag/dynamic-programming)	
		Stack (/tag/stack)	
		Monotonic Stack (/tag/monotonic-stack)	
1877	Minimize Maximum Pair Sum i	Array (/tag/array) Two Pointers (/tag/two-pointers)	79.1%
		Greedy (/tag/greedy) Sorting (/tag/sorting)	
846	Hand of Straights (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	55.8%
		Greedy (/tag/greedy) Sorting (/tag/sorting)	
365	Water and Jug Problem (/prob	Math (/tag/math)	32.6%
		Depth-First Search (/tag/depth-first-search)	
		Breadth-First Search (/tag/breadth-first-search)	
1641	Count Sorted Vowel Strings (/	Dynamic Programming (/tag/dynamic-programming)	75.0%
969	Pancake Sorting (/problems/p	Array (/tag/array) Two Pointers (/tag/two-pointers)	69.2%
		Greedy (/tag/greedy) Sorting (/tag/sorting)	

#	Title	Tags	Acceptance
247	Strobogrammatic Number II (/	Array (/tag/array) String (/tag/string)  Recursion (/tag/recursion)	49.6%
493	Reverse Pairs (/problems/rever	Array (/tag/array) Binary Search (/tag/binary-search)  Divide and Conquer (/tag/divide-and-conquer)  Binary Indexed Tree (/tag/binary-indexed-tree)	28.5%
		Segment Tree (/tag/segment-tree)  Merge Sort (/tag/merge-sort)  Ordered Set (/tag/ordered-set)	
1504	Count Submatrices With All O	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Stack (/tag/stack) Matrix (/tag/matrix)  Monotonic Stack (/tag/monotonic-stack)	60.6%
233	Number of Digit One (/proble	Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)  Recursion (/tag/recursion)	32.4%
64	Minimum Path Sum (/problem	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Matrix (/tag/matrix)	57.6%
588	Design In-Memory File System	Hash Table (/tag/hash-table) String (/tag/string)  Design (/tag/design) Trie (/tag/trie)	47.0%
124	Binary Tree Maximum Path Su	Dynamic Programming (/tag/dynamic-programming)  Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)	36.5%
788	Rotated Digits (/problems/rot	Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)	57.3%
1197	Minimum Knight Moves (/pro	Breadth-First Search (/tag/breadth-first-search)	38.7%

	#	Title	Tags	Acceptance
<b>~</b>	616	Add Bold Tag in String (/probl	Array (/tag/array) Hash Table (/tag/hash-table)	45.7%
		<b>₽</b>	String (/tag/string) Trie (/tag/trie)	
			String Matching (/tag/string-matching)	
	772	Basic Calculator III (/problems/	Math (/tag/math) String (/tag/string)	45.6%
		<b>₽</b>	Stack (/tag/stack) Recursion (/tag/recursion)	
~	1514	Path with Maximum Probabilit	Graph (/tag/graph)	43.5%
			Heap (Priority Queue) (/tag/heap-priority-queue)	
			Shortest Path (/tag/shortest-path)	
	889	Construct Binary Tree from Pre	Array (/tag/array) Hash Table (/tag/hash-table)	68.7%
			Divide and Conquer (/tag/divide-and-conquer)	
			Tree (/tag/tree) Binary Tree (/tag/binary-tree)	
	200			F.4.F0/
	208	Implement Trie (Prefix Tree) (/	Hash Table (/tag/hash-table) String (/tag/string)	54.5%
			Design (/tag/design) Trie (/tag/trie)	
<b>~</b>	152	Maximum Product Subarray (/	Array (/tag/array)	33.4%
			Dynamic Programming (/tag/dynamic-programming)	
	975	Odd Even Jump (/problems/o	Array (/tag/array)	40.8%
			Dynamic Programming (/tag/dynamic-programming)	
			Stack (/tag/stack)	
			Monotonic Stack (/tag/monotonic-stack)	
			Ordered Set (/tag/ordered-set)	
	636	Exclusive Time of Functions (/	Array (/tag/array) Stack (/tag/stack)	57.0%
	524	Longest Word in Dictionary thr	Array (/tag/array) Two Pointers (/tag/two-pointers)	50.5%
			String (/tag/string) Sorting (/tag/sorting)	
	363	Max Sum of Rectangle No Lar	Array (/tag/array) Binary Search (/tag/binary-search)	40.1%
			Dynamic Programming (/tag/dynamic-programming)	
			Matrix (/tag/matrix) Ordered Set (/tag/ordered-set)	
~	300	Longest Increasing Subsequen	Array (/tag/array) Binary Search (/tag/binary-search)	46.7%
			Dynamic Programming (/tag/dynamic-programming)	

	#	Title	Tags	Acceptance
	741	Cherry Pickup (/problems/cher	Array (/tag/array)	35.7%
			Dynamic Programming (/tag/dynamic-programming)	
			Matrix (/tag/matrix)	
	384	Shuffle an Array (/problems/sh	Array (/tag/array) Math (/tag/math)	55.4%
			Randomized (/tag/randomized)	
	692	Top K Frequent Words (/probl	Hash Table (/tag/hash-table) String (/tag/string)	53.7%
			Trie (/tag/trie) Sorting (/tag/sorting)	
			Heap (Priority Queue) (/tag/heap-priority-queue)	
			Bucket Sort (/tag/bucket-sort)	
			Counting (/tag/counting)	
	305	Number of Islands II (/proble	Array (/tag/array) Union Find (/tag/union-find)	39.4%
	297	Serialize and Deserialize Binary	String (/tag/string) Tree (/tag/tree)	51.6%
			Depth-First Search (/tag/depth-first-search)	
			Breadth-First Search (/tag/breadth-first-search)	
			Design (/tag/design) Binary Tree (/tag/binary-tree)	
	295	Find Median from Data Stream	Two Pointers (/tag/two-pointers) Design (/tag/design)	49.2%
			Sorting (/tag/sorting)	
			Heap (Priority Queue) (/tag/heap-priority-queue)	
			Data Stream (/tag/data-stream)	
<b>~</b>	560	Subarray Sum Equals K (/probl	Array (/tag/array) Hash Table (/tag/hash-table)	43.7%
			Prefix Sum (/tag/prefix-sum)	
	44	Wildcard Matching (/problems	String (/tag/string)	26.0%
			Dynamic Programming (/tag/dynamic-programming)	
			Greedy (/tag/greedy) Recursion (/tag/recursion)	
<b>~</b>	346	Moving Average from Data Str	Array (/tag/array) Design (/tag/design)	74.6%
		<b>-</b>	Queue (/tag/queue) Data Stream (/tag/data-stream)	

	#	Title	Tags	Acceptance
	973	K Closest Points to Origin (/pr	Array (/tag/array) Math (/tag/math)	65.4%
			Divide and Conquer (/tag/divide-and-conquer)	
			Geometry (/tag/geometry) Sorting (/tag/sorting)	
			Heap (Priority Queue) (/tag/heap-priority-queue)	
			Quickselect (/tag/quickselect)	
<b>~</b>	498	Diagonal Traverse (/problems/	Array (/tag/array) Matrix (/tag/matrix)	52.4%
			Simulation (/tag/simulation)	
<b>~</b>	3	Longest Substring Without Re	Hash Table (/tag/hash-table) String (/tag/string)	32.1%
			Sliding Window (/tag/sliding-window)	
	1049	Last Stone Weight II (/problem	Array (/tag/array)	48.7%
			Dynamic Programming (/tag/dynamic-programming)	
	1114	Print in Order (/problems/prin	Concurrency (/tag/concurrency)	67.9%
~	198	House Robber (/problems/hou	Array (/tag/array)	44.3%
			Dynamic Programming (/tag/dynamic-programming)	
	1603	Design Parking System (/probl	Design (/tag/design) Simulation (/tag/simulation)	86.7%
			Counting (/tag/counting)	
	909	Snakes and Ladders (/problem	Array (/tag/array)	39.4%
			Breadth-First Search (/tag/breadth-first-search)	
			Matrix (/tag/matrix)	
	907	Sum of Subarray Minimums (/	Array (/tag/array)	32.9%
			Dynamic Programming (/tag/dynamic-programming)	
			Stack (/tag/stack)	
			Monotonic Stack (/tag/monotonic-stack)	
	227	Basic Calculator II (/problems/	Math (/tag/math) String (/tag/string)	39.6%
			Stack (/tag/stack)	
	406	Queue Reconstruction by Heig	Array (/tag/array) Greedy (/tag/greedy)	69.3%
			Sorting (/tag/sorting)	
	72	Edit Distance (/problems/edit	String (/tag/string)	48.6%
		*	Dynamic Programming (/tag/dynamic-programming)	

	#	Title	Tags	Acceptance
	1219	Path with Maximum Gold (/pr	Array (/tag/array) Backtracking (/tag/backtracking)  Matrix (/tag/matrix)	66.1%
<b>~</b>	62	Unique Paths (/problems/uniq	Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)  Combinatorics (/tag/combinatorics)	57.6%
	884	Uncommon Words from Two S	Hash Table (/tag/hash-table) String (/tag/string)	64.8%
	274	H-Index (/problems/h-index)	Array (/tag/array) Sorting (/tag/sorting)  Counting Sort (/tag/counting-sort)	36.8%
~	226	Invert Binary Tree (/problems/i	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Binary Tree (/tag/binary-tree)	68.9%
	687	Longest Univalue Path (/probl	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)	38.4%
	767	Reorganize String (/problems/	Hash Table (/tag/hash-table) String (/tag/string)  Greedy (/tag/greedy) Sorting (/tag/sorting)  Heap (Priority Queue) (/tag/heap-priority-queue)  Counting (/tag/counting)	51.0%
	1094	Car Pooling (/problems/car-po	Array (/tag/array) Sorting (/tag/sorting)  Heap (Priority Queue) (/tag/heap-priority-queue)  Simulation (/tag/simulation)  Prefix Sum (/tag/prefix-sum)	59.6%
	301	Remove Invalid Parentheses (/	String (/tag/string) Backtracking (/tag/backtracking)  Breadth-First Search (/tag/breadth-first-search)	45.6%
	224	Basic Calculator (/problems/ba	Math (/tag/math) String (/tag/string)  Stack (/tag/stack) Recursion (/tag/recursion)	39.0%

	#	Title	Tags	Acceptance
<b>✓</b>	451	Sort Characters By Frequency (	Hash Table (/tag/hash-table) String (/tag/string)  Sorting (/tag/sorting)	65.7%
			Heap (Priority Queue) (/tag/heap-priority-queue)	
			Bucket Sort (/tag/bucket-sort)	
			Counting (/tag/counting)	
	25	Reverse Nodes in k-Group (/pr	Linked List (/tag/linked-list) Recursion (/tag/recursion)	48.0%
	23	Merge k Sorted Lists (/proble	Linked List (/tag/linked-list)	44.5%
			Divide and Conquer (/tag/divide-and-conquer)	
			Heap (Priority Queue) (/tag/heap-priority-queue)	
			Merge Sort (/tag/merge-sort)	
	158	Read N Characters Given Read	String (/tag/string) Simulation (/tag/simulation)	39.0%
		•	Interactive (/tag/interactive)	
<b>~</b>	162	Find Peak Element (/problems	Array (/tag/array) Binary Search (/tag/binary-search)	44.7%
	114	Flatten Binary Tree to Linked Li	Linked List (/tag/linked-list) Stack (/tag/stack)	54.9%
			Tree (/tag/tree)	
			Depth-First Search (/tag/depth-first-search)	
			Binary Tree (/tag/binary-tree)	
	490	The Maze (/problems/the-maze)	Depth-First Search (/tag/depth-first-search)	53.7%
			Breadth-First Search (/tag/breadth-first-search)	
			Graph (/tag/graph)	
	1326	Minimum Number of Taps to	Array (/tag/array)	47.8%
			Dynamic Programming (/tag/dynamic-programming)	
			Greedy (/tag/greedy)	
•	139	Word Break (/problems/word	Hash Table (/tag/hash-table) String (/tag/string)	42.9%
			Dynamic Programming (/tag/dynamic-programming)	
			Trie (/tag/trie) Memoization (/tag/memoization)	
	1344	Angle Between Hands of a Clo	Math (/tag/math)	61.8%
	345	Reverse Vowels of a String (/pr	Two Pointers (/tag/two-pointers) String (/tag/string)	46.0%

	#	Title	Tags	Acceptance
	242	Valid Anagram (/problems/vali	Hash Table (/tag/hash-table) String (/tag/string)  Sorting (/tag/sorting)	59.8%
	395	Longest Substring with At Lea	Hash Table (/tag/hash-table) String (/tag/string)	44.1%
			Divide and Conquer (/tag/divide-and-conquer)	
			Sliding Window (/tag/sliding-window)	
	120	Triangle (/problems/triangle)	Array (/tag/array)	47.9%
			Dynamic Programming (/tag/dynamic-programming)	
<b>~</b>	91	Decode Ways (/problems/dec	String (/tag/string)	28.4%
			Dynamic Programming (/tag/dynamic-programming)	
	986	Interval List Intersections (/pro	Array (/tag/array) Two Pointers (/tag/two-pointers)	69.3%
~	374	Guess Number Higher or Low	Binary Search (/tag/binary-search)	46.3%
			Interactive (/tag/interactive)	
~	1539	Kth Missing Positive Number (	Array (/tag/array) Binary Search (/tag/binary-search)	54.8%
	127	Word Ladder (/problems/word	Hash Table (/tag/hash-table) String (/tag/string)	33.3%
			Breadth-First Search (/tag/breadth-first-search)	
	348	Design Tic-Tac-Toe (/problems	Array (/tag/array) Hash Table (/tag/hash-table)	56.6%
		•	Design (/tag/design) Matrix (/tag/matrix)	
	814	Binary Tree Pruning (/problem	Tree (/tag/tree)	71.3%
			Depth-First Search (/tag/depth-first-search)	
			Binary Tree (/tag/binary-tree)	
	759	Employee Free Time (/proble	Array (/tag/array) Sorting (/tag/sorting)	69.7%
		₽	Heap (Priority Queue) (/tag/heap-priority-queue)	
	312	Burst Balloons (/problems/bur	Array (/tag/array)	54.7%
			Dynamic Programming (/tag/dynamic-programming)	
~	53	Maximum Subarray (/problem	Array (/tag/array)	48.5%
			Divide and Conquer (/tag/divide-and-conquer)	
			Dynamic Programming (/tag/dynamic-programming)	

	#	Title	Tags	Acceptance
	332	Reconstruct Itinerary (/proble	Depth-First Search (/tag/depth-first-search)	39.1%
			Graph (/tag/graph)	
			Eulerian Circuit (/tag/eulerian-circuit)	
	37	Sudoku Solver (/problems/sud	Array (/tag/array) Backtracking (/tag/backtracking)	50.6%
			Matrix (/tag/matrix)	
	282	Expression Add Operators (/pr	Math (/tag/math) String (/tag/string)	37.7%
			Backtracking (/tag/backtracking)	
	836	Rectangle Overlap (/problems/	Math (/tag/math) Geometry (/tag/geometry)	42.9%
~	130	Surrounded Regions (/proble	Array (/tag/array)	31.2%
			Depth-First Search (/tag/depth-first-search)	
			Breadth-First Search (/tag/breadth-first-search)	
			Union Find (/tag/union-find) Matrix (/tag/matrix)	
<b>~</b>	207	Course Schedule (/problems/c	Depth-First Search (/tag/depth-first-search)	44.6%
			Breadth-First Search (/tag/breadth-first-search)	
			Graph (/tag/graph)	
			Topological Sort (/tag/topological-sort)	
	787	Cheapest Flights Within K Sto	Dynamic Programming (/tag/dynamic-programming)	37.3%
			Depth-First Search (/tag/depth-first-search)	
			Breadth-First Search (/tag/breadth-first-search)	
			Graph (/tag/graph)	
			Heap (Priority Queue) (/tag/heap-priority-queue)	
			Shortest Path (/tag/shortest-path)	
	187	Repeated DNA Sequences (/pr	Hash Table (/tag/hash-table) String (/tag/string)	42.6%
			Bit Manipulation (/tag/bit-manipulation)	
			Sliding Window (/tag/sliding-window)	
			Rolling Hash (/tag/rolling-hash)	
			Hash Function (/tag/hash-function)	
	221	Maximal Square (/problems/m	Array (/tag/array)	40.8%
			Dynamic Programming (/tag/dynamic-programming)	
			Matrix (/tag/matrix)	

	#	Title	Tags	Acceptance
	123	Best Time to Buy and Sell Stoc	Array (/tag/array)	41.2%
			Dynamic Programming (/tag/dynamic-programming)	
	380	Insert Delete GetRandom O(1)	Array (/tag/array) Hash Table (/tag/hash-table)	49.9%
			Math (/tag/math) Design (/tag/design)	
			Randomized (/tag/randomized)	
	809	Expressive Words (/problems/	Array (/tag/array) Two Pointers (/tag/two-pointers)	46.1%
			String (/tag/string)	
~	121	Best Time to Buy and Sell Stoc	Array (/tag/array)	52.5%
		•	Dynamic Programming (/tag/dynamic-programming)	
	173	Binary Search Tree Iterator (/pr	Stack (/tag/stack) Tree (/tag/tree)	62.5%
			Design (/tag/design)	
			Binary Search Tree (/tag/binary-search-tree)	
			Binary Tree (/tag/binary-tree) Iterator (/tag/iterator)	
	343	Integer Break (/problems/inte	Math (/tag/math)	52.0%
			Dynamic Programming (/tag/dynamic-programming)	
~	257	Binary Tree Paths (/problems/	String (/tag/string) Tree (/tag/tree)	56.0%
			Depth-First Search (/tag/depth-first-search)	
			Binary Tree (/tag/binary-tree)	
	228	Summary Ranges (/problems/	Array (/tag/array)	43.7%
	304	Range Sum Query 2D - Immut	Array (/tag/array) Design (/tag/design)	44.6%
			Matrix (/tag/matrix) Prefix Sum (/tag/prefix-sum)	
~	322	Coin Change (/problems/coin	Array (/tag/array)	38.7%
		- '	Dynamic Programming (/tag/dynamic-programming)	
			Breadth-First Search (/tag/breadth-first-search)	
<b>~</b>	100	Same Tree (/problems/same-tr	Tree (/tag/tree)	54.7%
	-	v 1	Depth-First Search (/tag/depth-first-search)	-
			Breadth-First Search (/tag/breadth-first-search)	
			Binary Tree (/tag/binary-tree)	
			biliary free (rtag/biliary-tree)	

	#	Title	Tags	Acceptance
	30	Substring with Concatenation	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	27.1%
	392	Is Subsequence (/problems/is	Two Pointers (/tag/two-pointers) String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	49.9%
	399	Evaluate Division (/problems/e	Array (/tag/array)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Union Find (/tag/union-find) Graph (/tag/graph)  Shortest Path (/tag/shortest-path)	55.6%
	905	Sort Array By Parity (/problem	Array (/tag/array) Two Pointers (/tag/two-pointers)  Sorting (/tag/sorting)	74.9%
	733	Flood Fill (/problems/flood-fill)	Array (/tag/array)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Matrix (/tag/matrix)	56.4%
	63	Unique Paths II (/problems/uni	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Matrix (/tag/matrix)	36.4%
<b>~</b>	34	Find First and Last Position of	Array (/tag/array) Binary Search (/tag/binary-search)	38.6%
<b>~</b>	216	Combination Sum III (/proble	Array (/tag/array) Backtracking (/tag/backtracking)	62.1%
	137	Single Number II (/problems/s	Array (/tag/array)  Bit Manipulation (/tag/bit-manipulation)	55.1%
	93	Restore IP Addresses (/proble	String (/tag/string) Backtracking (/tag/backtracking)	39.3%
	718	Maximum Length of Repeated	Array (/tag/array) Binary Search (/tag/binary-search)  Dynamic Programming (/tag/dynamic-programming)  Sliding Window (/tag/sliding-window)  Rolling Hash (/tag/rolling-hash)  Hash Function (/tag/hash-function)	51.1%

	#	Title	Tags	Acceptance
	84	Largest Rectangle in Histogra	Array (/tag/array) Stack (/tag/stack)  Monotonic Stack (/tag/monotonic-stack)	38.6%
<b>~</b>	350	Intersection of Two Arrays II (/	Array (/tag/array) Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers)	52.8%
			Binary Search (/tag/binary-search)  Sorting (/tag/sorting)	
	1209	Remove All Adjacent Duplicate	String (/tag/string) Stack (/tag/stack)	56.6%
	316	Remove Duplicate Letters (/pr	String (/tag/string) Stack (/tag/stack)  Greedy (/tag/greedy)	40.2%
			Monotonic Stack (/tag/monotonic-stack)	
	273	Integer to English Words (/pro	Math (/tag/math) String (/tag/string)  Recursion (/tag/recursion)	28.9%
	877	Stone Game (/problems/stone	Array (/tag/array) Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)	68.4%
			Game Theory (/tag/game-theory)	
	270	Closest Binary Search Tree Val	Binary Search (/tag/binary-search) Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)	51.8%
			Binary Search Tree (/tag/binary-search-tree)  Binary Tree (/tag/binary-tree)	
<b>~</b>	289	Game of Life (/problems/gam	Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)	60.6%
	412	Fizz Buzz (/problems/fizz-buzz)	Math (/tag/math) String (/tag/string) Simulation (/tag/simulation)	65.0%
	977	Squares of a Sorted Array (/pr	Array (/tag/array) Two Pointers (/tag/two-pointers)  Sorting (/tag/sorting)	71.5%
<b>~</b>	15	3Sum (/problems/3sum)	Array (/tag/array) Two Pointers (/tag/two-pointers)  Sorting (/tag/sorting)	29.3%
	1650	Lowest Common Ancestor of a	Hash Table (/tag/hash-table) Tree (/tag/tree)  Binary Tree (/tag/binary-tree)	77.1%

	#	Title	Tags	Acceptance
	334	Increasing Triplet Subsequenc	Array (/tag/array) Greedy (/tag/greedy)	41.0%
<b>~</b>	340	Longest Substring with At Mos	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	46.4%
<b>✓</b>	349	Intersection of Two Arrays (/pr	Array (/tag/array) Hash Table (/tag/hash-table)  Two Pointers (/tag/two-pointers)  Binary Search (/tag/binary-search)  Sorting (/tag/sorting)	66.9%
	426	Convert Binary Search Tree to	Linked List (/tag/linked-list)  Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Search Tree (/tag/binary-search-tree)  Binary Tree (/tag/binary-tree)  Doubly-Linked List (/tag/doubly-linked-list)	62.8%
~	48	Rotate Image (/problems/rotat	Array (/tag/array) Math (/tag/math)  Matrix (/tag/matrix)	63.2%
	503	Next Greater Element II (/prob	Array (/tag/array) Stack (/tag/stack)  Monotonic Stack (/tag/monotonic-stack)	60.1%
	680	Valid Palindrome II (/problems	Two Pointers (/tag/two-pointers) String (/tag/string)  Greedy (/tag/greedy)	37.6%
	235	Lowest Common Ancestor of a	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Search Tree (/tag/binary-search-tree)  Binary Tree (/tag/binary-tree)	54.3%
	222	Count Complete Tree Nodes (/	Binary Search (/tag/binary-search)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)	51.6%
<b>~</b>	287	Find the Duplicate Number (/p	Array (/tag/array) Two Pointers (/tag/two-pointers)  Binary Search (/tag/binary-search)  Bit Manipulation (/tag/bit-manipulation)	58.2%

	#	Title	Tags	Acceptance
<b>~</b>	116	Populating Next Right Pointers	Tree (/tag/tree)	51.9%
			Depth-First Search (/tag/depth-first-search)	
			Breadth-First Search (/tag/breadth-first-search)	
			Binary Tree (/tag/binary-tree)	
	179	Largest Number (/problems/la	String (/tag/string) Greedy (/tag/greedy)  Sorting (/tag/sorting)	31.7%
			Johning ( tag, Johning, )	
<b>✓</b>	17	Letter Combinations of a Phon	Hash Table (/tag/hash-table) String (/tag/string)	51.4%
			Backtracking (/tag/backtracking)	
~	215	Kth Largest Element in an Arra	Array (/tag/array)	60.7%
			Divide and Conquer (/tag/divide-and-conquer)	
			Sorting (/tag/sorting)	
			Heap (Priority Queue) (/tag/heap-priority-queue)	
			Quickselect (/tag/quickselect)	
	443	String Compression (/problem	Two Pointers (/tag/two-pointers) String (/tag/string)	45.7%
<b>~</b>	70	Climbing Stairs (/problems/cli	Math (/tag/math)	49.3%
			Dynamic Programming (/tag/dynamic-programming)	
			Memoization (/tag/memoization)	
	16	3Sum Closest (/problems/3su	Array (/tag/array) Two Pointers (/tag/two-pointers)	46.8%
			Sorting (/tag/sorting)	
	211	Design Add and Search Words	String (/tag/string)	42.0%
			Depth-First Search (/tag/depth-first-search)	
			Design (/tag/design) Trie (/tag/trie)	
	103	Binary Tree Zigzag Level Order	Tree (/tag/tree)	51.6%
			Breadth-First Search (/tag/breadth-first-search)	
			Binary Tree (/tag/binary-tree)	
•	7	Reverse Integer (/problems/re	Math (/tag/math)	26.1%
~	283	Move Zeroes (/problems/mov	Array (/tag/array) Two Pointers (/tag/two-pointers)	59.2%
	739	Daily Temperatures (/problem	Array (/tag/array) Stack (/tag/stack)	65.8%
			Monotonic Stack (/tag/monotonic-stack)	

	#	Title	Tags	Acceptance
<b>✓</b>	78	Subsets (/problems/subsets)	Array (/tag/array) Backtracking (/tag/backtracking)  Bit Manipulation (/tag/bit-manipulation)	67.7%
	177	Nth Highest Salary (/problems	Database (/tag/database)	34.7%
	326	Power of Three (/problems/po	Math (/tag/math) Recursion (/tag/recursion)	42.7%
<b>~</b>	261	Graph Valid Tree (/problems/g	Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)	44.3%
<b>~</b>	39	Combination Sum (/problems/	Union Find (/tag/union-find) Graph (/tag/graph)  Array (/tag/array) Backtracking (/tag/backtracking)	61.7%
	852	Peak Index in a Mountain Arra	Array (/tag/array) Binary Search (/tag/binary-search)	71.5%
~	20	Valid Parentheses (/problems/	String (/tag/string) Stack (/tag/stack)	40.3%
~	438	Find All Anagrams in a String (	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	46.1%
<b>~</b>	387	First Unique Character in a Stri	Hash Table (/tag/hash-table) String (/tag/string)  Queue (/tag/queue) Counting (/tag/counting)	55.1%
	1089	Duplicate Zeros (/problems/d	Array (/tag/array) Two Pointers (/tag/two-pointers)	51.3%
<b>~</b>	236	Lowest Common Ancestor of a	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)	51.8%
	994	Rotting Oranges (/problems/r	Array (/tag/array)  Breadth-First Search (/tag/breadth-first-search)  Matrix (/tag/matrix)	50.2%
~	69	Sqrt(x) (/problems/sqrtx)	Math (/tag/math) Binary Search (/tag/binary-search)	35.9%
	11	Container With Most Water (/	Array (/tag/array) Two Pointers (/tag/two-pointers)  Greedy (/tag/greedy)	53.1%
	416	Partition Equal Subset Sum (/p	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	45.5%

	#	Title	Tags	Acceptance
	850	Rectangle Area II (/problems/r	Array (/tag/array) Segment Tree (/tag/segment-tree) Line Sweep (/tag/line-sweep)	52.6%
	43	Multiply Strings (/problems/m	Ordered Set (/tag/ordered-set)  Math (/tag/math) String (/tag/string)	35.9%
			Simulation (/tag/simulation)	
	14	Longest Common Prefix (/pro	String (/tag/string)	37.6%
	38	Count and Say (/problems/cou	String (/tag/string)	47.3%
•	22	Generate Parentheses (/proble	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)  Backtracking (/tag/backtracking)	67.7%
	338	Counting Bits (/problems/cou	Dynamic Programming (/tag/dynamic-programming)  Bit Manipulation (/tag/bit-manipulation)	71.6%
	18	4Sum (/problems/4sum)	Array (/tag/array) Two Pointers (/tag/two-pointers)  Sorting (/tag/sorting)	36.5%
	10	Regular Expression Matching (	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)  Recursion (/tag/recursion)	27.9%
	834	Sum of Distances in Tree (/pro	Dynamic Programming (/tag/dynamic-programming)  Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Graph (/tag/graph)	52.2%
<b>~</b>	1480	Running Sum of 1d Array (/pr	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	89.1%
	547	Number of Provinces (/proble	Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Union Find (/tag/union-find) Graph (/tag/graph)	61.9%
~	133	Clone Graph (/problems/clone	Hash Table (/tag/hash-table)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Graph (/tag/graph)	42.4%

	#	Title	Tags	Acceptance
	66	Plus One (/problems/plus-one)	Array (/tag/array) Math (/tag/math)	41.9%
	12	Integer to Roman (/problems/i	Hash Table (/tag/hash-table) Math (/tag/math)  String (/tag/string)	58.1%
•	94	Binary Tree Inorder Traversal (/	Stack (/tag/stack) Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)	68.1%
<b>~</b>	24	Swap Nodes in Pairs (/proble	Linked List (/tag/linked-list) Recursion (/tag/recursion)	55.3%
<b>~</b>	54	Spiral Matrix (/problems/spiral	Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)	38.3%
~	45	Jump Game II (/problems/jum	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	34.2%
<b>~</b>	79	Word Search (/problems/word	Greedy (/tag/greedy)  Array (/tag/array) Backtracking (/tag/backtracking)  Matrix (/tag/matrix)	38.3%
<b>~</b>	206	Reverse Linked List (/problems	Linked List (/tag/linked-list) Recursion (/tag/recursion)	67.4%
	31	Next Permutation (/problems/	Array (/tag/array) Two Pointers (/tag/two-pointers)	34.5%
<b>✓</b>	5	Longest Palindromic Substring	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	31.2%
	144	Binary Tree Preorder Traversal	Stack (/tag/stack) Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)	59.6%
	234	Palindrome Linked List (/probl	Binary Tree (/tag/binary-tree)  Linked List (/tag/linked-list)  Two Pointers (/tag/two-pointers)  Stack (/tag/stack)	44.0%
<b>~</b>	169	Majority Element (/problems/	Recursion (/tag/recursion)  Array (/tag/array) Hash Table (/tag/hash-table)  Divide and Conquer (/tag/divide-and-conquer)  Sorting (/tag/sorting) Counting (/tag/counting)	61.1%

	#	Title	Tags	Acceptance
	954	Array of Doubled Pairs (/probl	Array (/tag/array) Hash Table (/tag/hash-table)  Greedy (/tag/greedy) Sorting (/tag/sorting)	36.3%
~	46	Permutations (/problems/per	Array (/tag/array) Backtracking (/tag/backtracking)	69.1%
	278	First Bad Version (/problems/fi	Binary Search (/tag/binary-search)  Interactive (/tag/interactive)	39.0%
	101	Symmetric Tree (/problems/sy	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)	49.7%
			Breadth-First Search (/tag/breadth-first-search)  Binary Tree (/tag/binary-tree)	
<b>~</b>	102	Binary Tree Level Order Travers	Tree (/tag/tree)  Breadth-First Search (/tag/breadth-first-search)  Binary Tree (/tag/binary-tree)	58.6%
	76	Minimum Window Substring (	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	37.5%
	98	Validate Binary Search Tree (/p	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Search Tree (/tag/binary-search-tree)  Binary Tree (/tag/binary-tree)	29.5%
<b>~</b>	104	Maximum Depth of Binary Tre	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)	69.6%
<b>~</b>	415	Add Strings (/problems/add-st	Binary Tree (/tag/binary-tree)  Math (/tag/math) String (/tag/string)  Simulation (/tag/simulation)	50.2%
	217	Contains Duplicate (/problems	Array (/tag/array) Hash Table (/tag/hash-table)  Sorting (/tag/sorting)	58.3%
	13	Roman to Integer (/problems/	Hash Table (/tag/hash-table) Math (/tag/math)  String (/tag/string)	57.6%

#	Title	Tags	Acceptance			
49	Group Anagrams (/problems/	Hash Table (/tag/hash-table) String (/tag/string)	61.7%			
		Sorting (/tag/sorting)				
9	Palindrome Number (/proble	Math (/tag/math)	51.3%			
4			<b>&gt;</b>			
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